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KONAMI

AGB-BNTE-USA

TEENAGE MUTANT NINJA
TURTLES



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Thank you for purchasing Teenage Mutant Ninja Turtles™. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

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GAME CONTROLS



MENU CONTROLS

Control Pad **◀▶** and **▲▼**
A Button
B Button

Highlight Items
Select Items/Move to Next Screen
Cancel/Return to Previous Screen

ACTION CONTROLS

Control Pad **◀▶**
A Button
B Button
R Button (or **A+B** Button)
START

Move Left/Right
Jump
Attack
Spin Attack
Pause



Spin Attack is a powerful attack but it requires some amount of stamina.



Press and hold the **B** Button for a specialized power attack on your Turtle's opponent. Each Turtle has a signature move in this attack mode.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
2. Insert the **Teenage Mutant Ninja Turtles™** Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo Logo and legal screens appear.
4. To begin a game, press **START** when you see the **Teenage Mutant Ninja Turtles™** title screen.
5. From the Main Menu, press the **Control Pad**  to start a new game, load a saved game, or enter the password area (see Mode Selection on p. 7).



INTRODUCTION

Are you ready for a shell of a ride? It's Turtle time and Leonardo™, Michelangelo™, Donatello™, and Raphael™ can't wait for their next round of adventure! Whether it's taking down a row of Purple Dragon Gang members or fending off a pack of Mousers, the **Teenage Mutant Ninja Turtles™** somehow always find some action. With all of their radically dangerous exploits, it's a good thing the guys still live under the watchful eye of their wise sensei, Splinter.

Come along with the teenage brothers as they clean up the streets and "Turtle-ize" the town. And those Purple Dragon punks had better watch out! Turtles, count it off!!

MODE SELECTION



You can either start a new game or load a saved game from the Mode Selection screen. You can also enter the password menu.

- To select a mode, press the **Control Pad** ▲ ▼ to highlight your choice, and then press the **A Button** to proceed.

New Game

When you first start a game, there are a few steps you must complete before the action begins.



Difficulty Level

As your skill with the game progresses, so can your difficulty level.

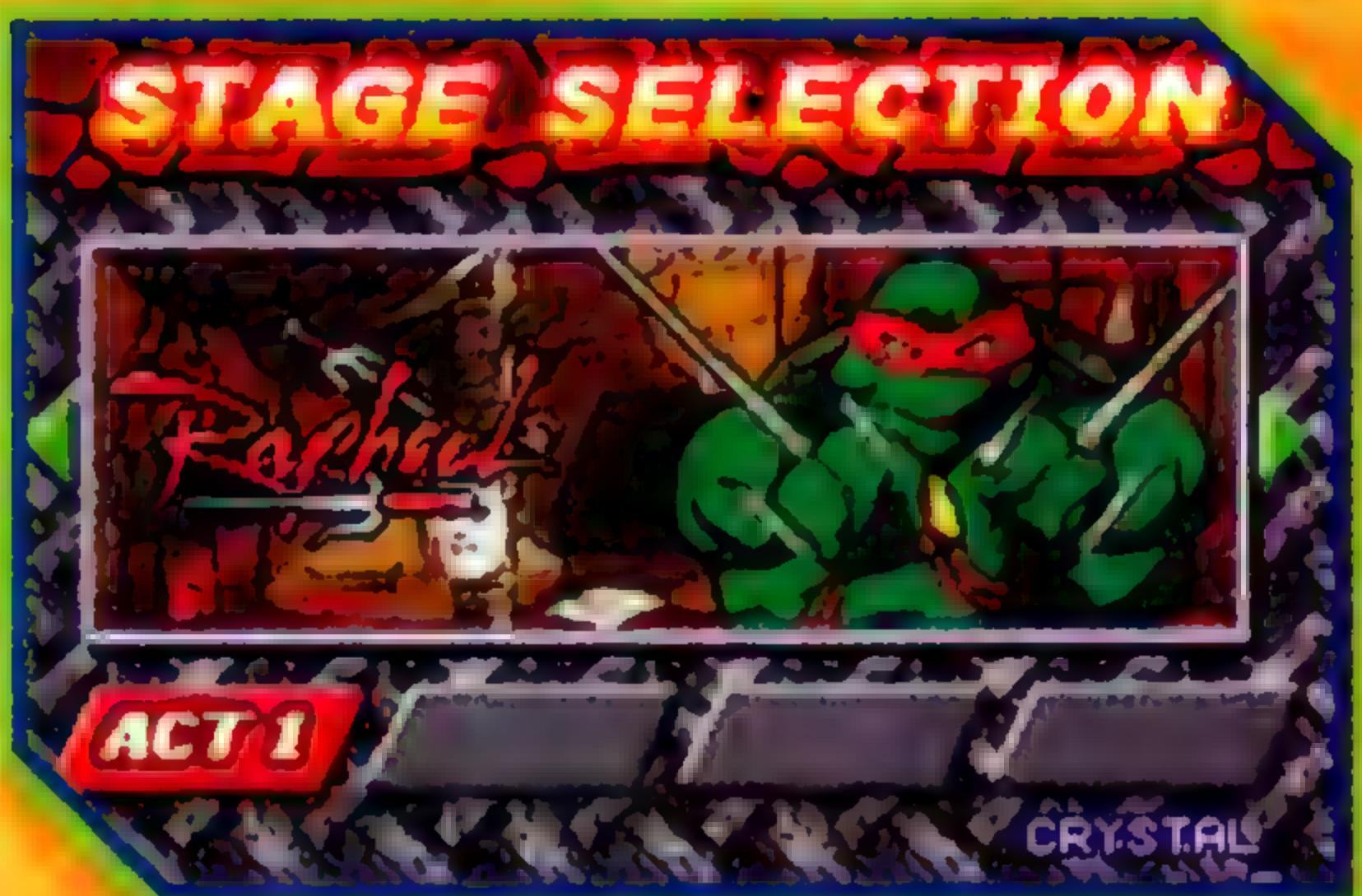
Press the **Control Pad** to highlight your choice of EASY, NORMAL, or HARD.

Press the **A** Button to proceed or press the **B** Button to return to the previous screen.



File Selection

Select a slot where you want to save your game. Press the **Control Pad** **▲** to highlight a slot. Press the **A Button** to proceed or press the **B Button** to return to Mode Selection screen.



Stage Selection

Select your favorite Turtle. You can select the other Turtles once you have completed Act 1 with the Turtle you selected, so choose carefully. Press the **Control Pad** **◀▶** to scroll through the four brothers. Press the **A Button** to proceed or press the **B Button** to return to the previous screen.

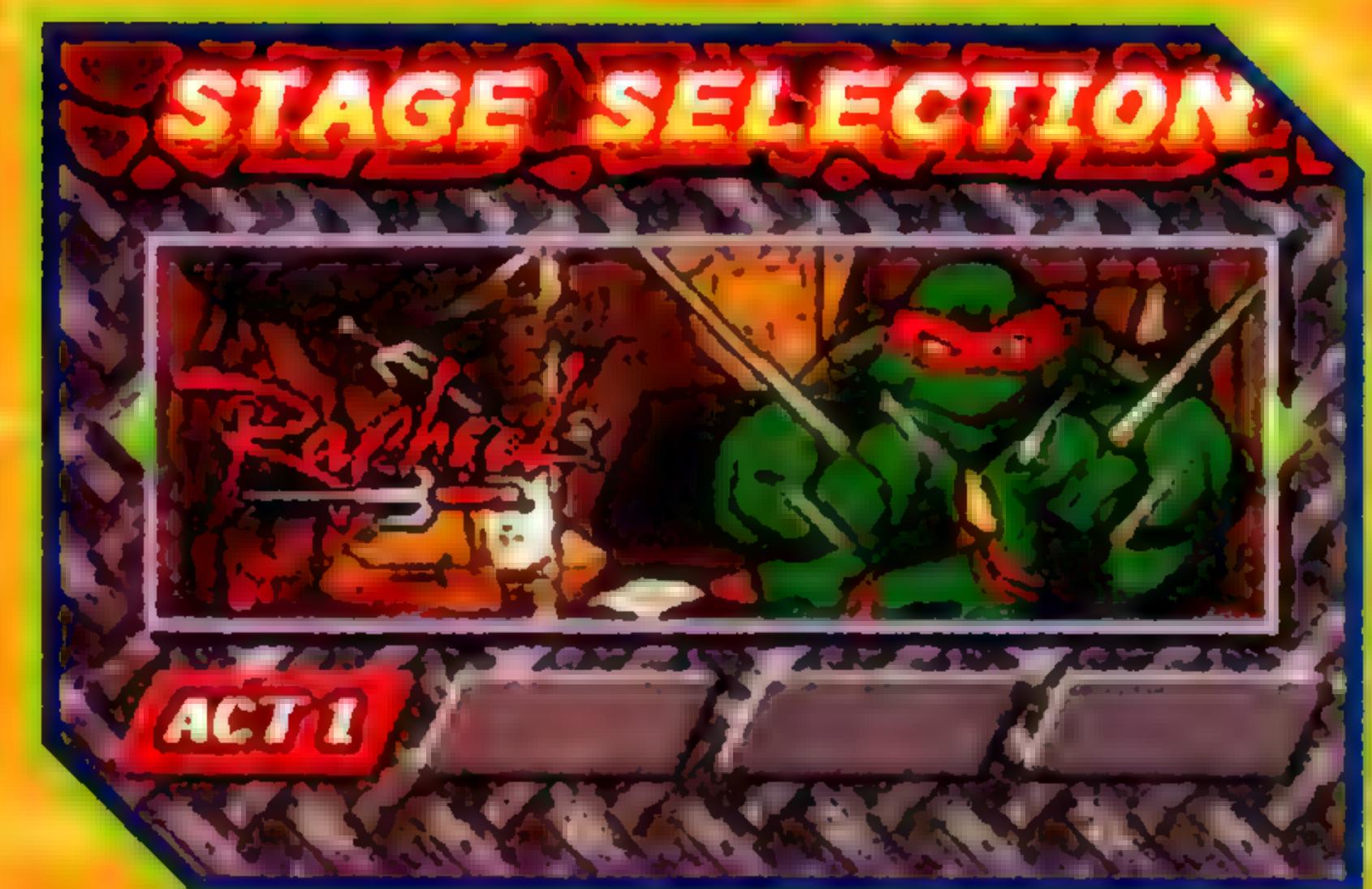
Act Selection

In the beginning, only the first Act is available for each Turtle. As you progress, different Acts are available on this screen. You can go back and replay Acts to try for higher scores. If necessary, press the **Control Pad** **◀▶** to scroll through the different Acts. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

Acts that are highlighted in blue are Vehicle Modes (see Vehicle Modes on p. 23). Your most recent score and the high score for each Act are displayed at the bottom of the screen.

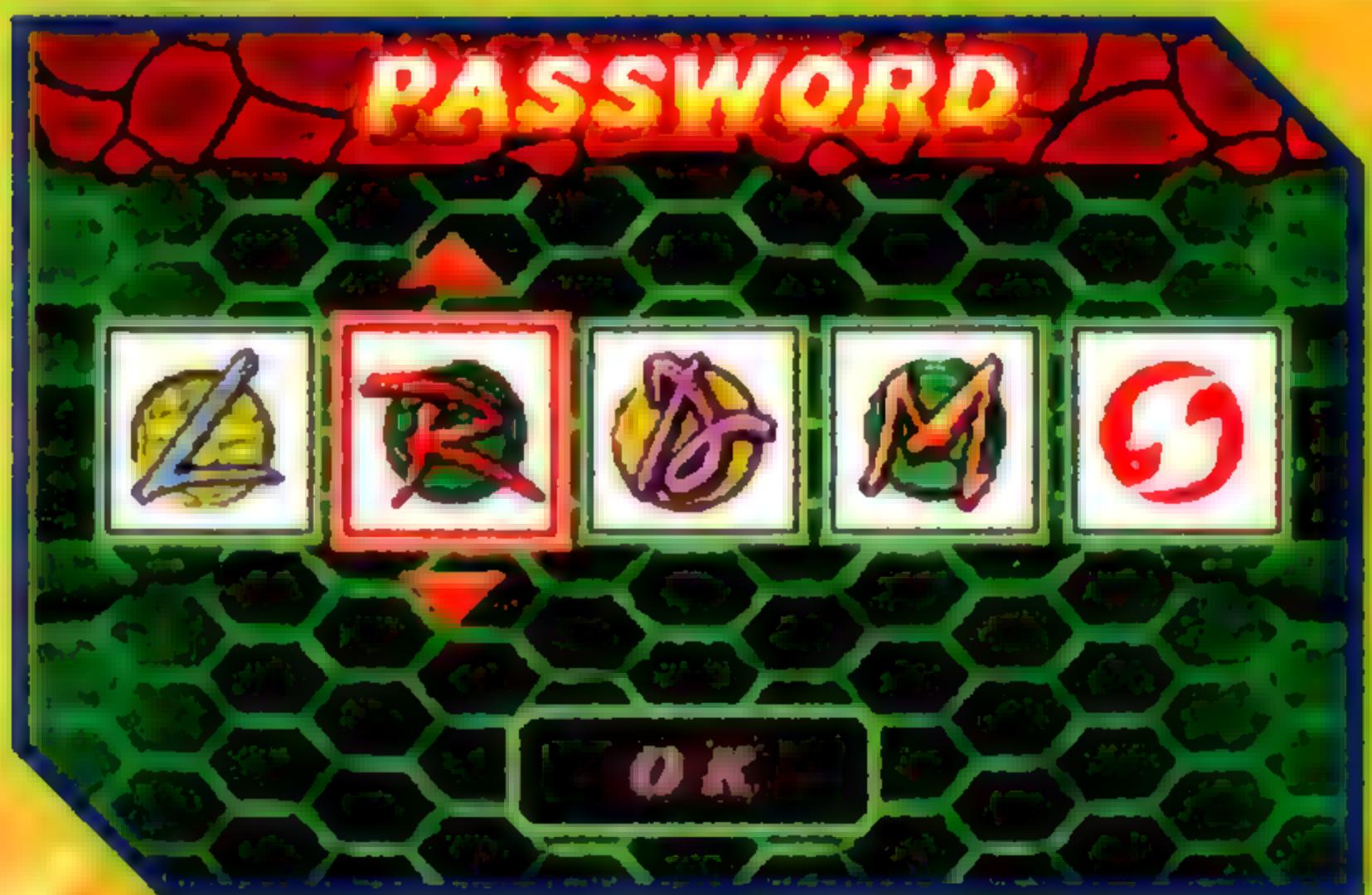
Load Game

The LOAD GAME screen shows slots where up to three games have been saved. Each saved game is displayed with the difficulty level, the Acts completed for each Turtle, the overall score, and the number of Crystals collected.



Password

When you complete all the Acts with all four Turtles at any difficulty level, you are presented with a password. Write it down or memorize it. It gives you access to a special challenge.



To enter your password:

1. Press the **Control Pad**  to change letters.
2. Press the **Control Pad**  to move to the next letter.
3. Press the **A Button** to highlight OK. Press it again to enter or press the **B Button** to continue entering your password.

PLAYING THE GAME

Are you ready to raise some shell? As Splinter likes to say, "Plan your moves very slowly to execute them with great speed."

Each episode develops via text messages from the Turtles. You can allow the text to display on its own, or press the **A** Button or **B** Button to complete each text screen instantly.



Press the **A** Button or **B** Button a second time to advance to the next text message.
Press the **R** Button to view the text message very quickly.

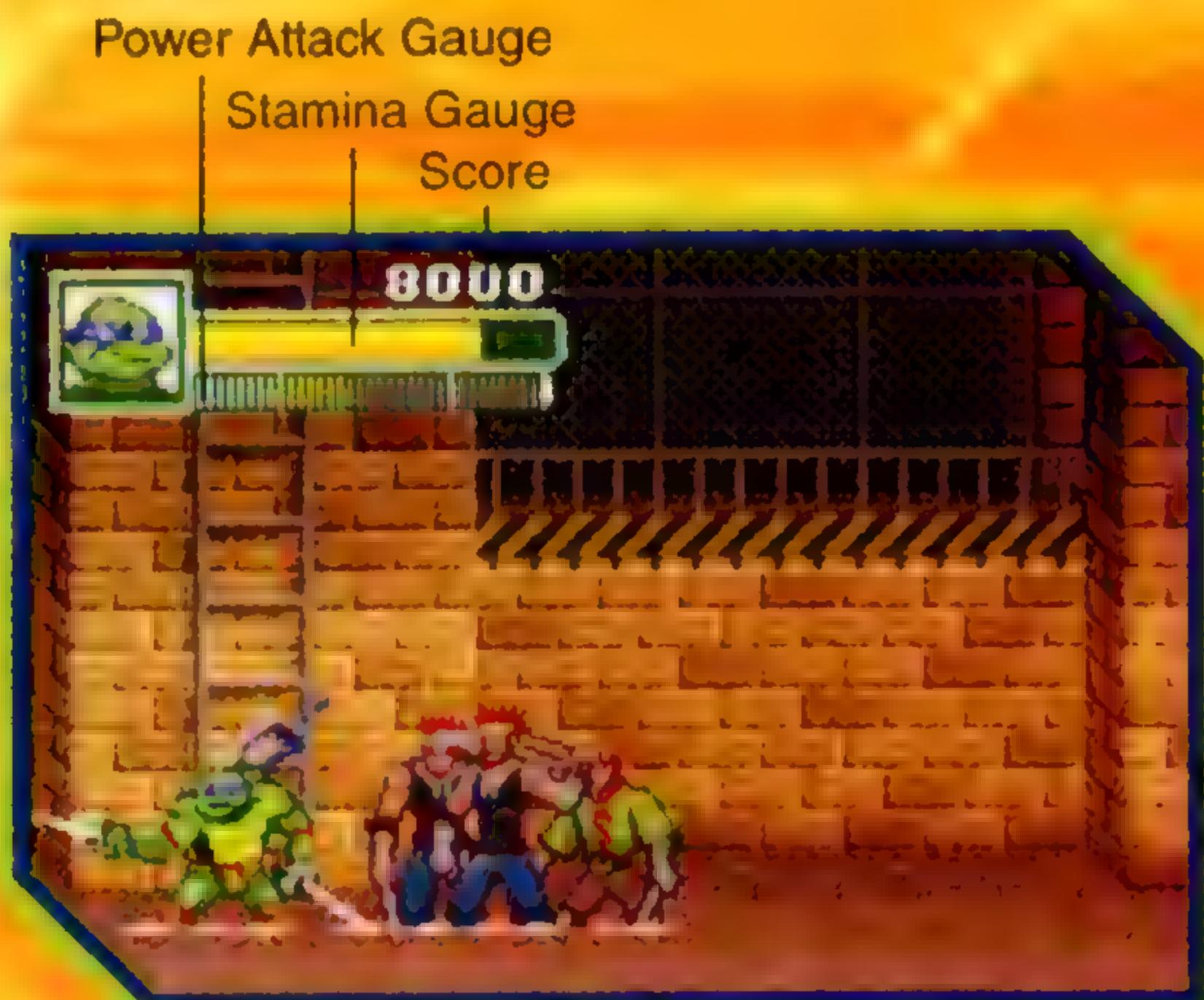


Press **START** to completely bypass all text messaging. Just make sure you're ready to shell out some punishment! However, Splinter recommends you read the messages the first time through. You may pick up some valuable, even life-saving, hints.

THE GAME SCREEN

Stamina Gauge

Shows the amount of stamina remaining in this life. This can be restored with certain pick-ups (see Pick-Ups on p. 29). A gauge will appear in the upper right corner of the screen for the opponent under attack.



Power Attack Gauge

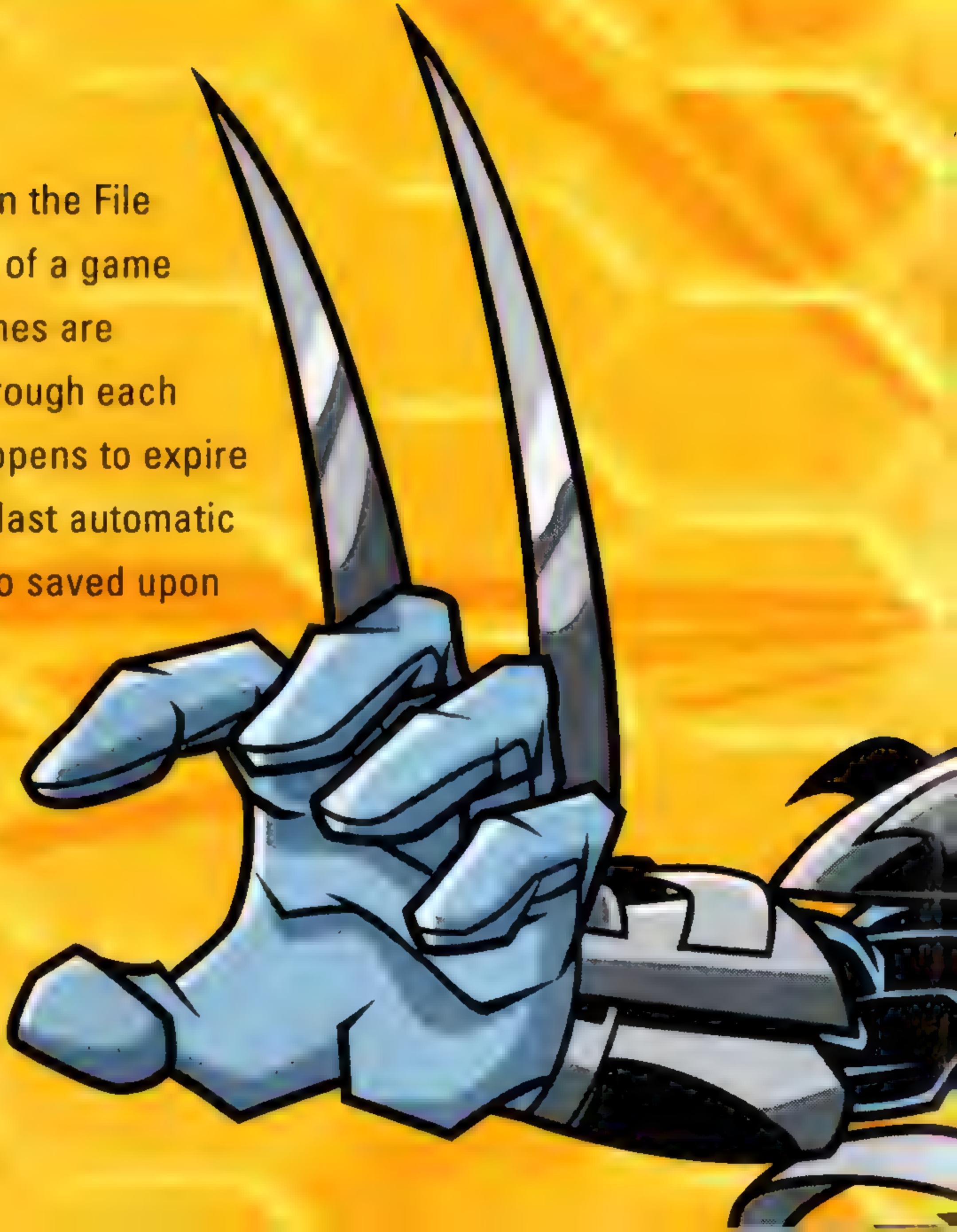
This is your Turtle's Power Attack Gauge. Press and hold the **B** Button to charge this gauge. Different levels of charge result in different types of Power Attacks. But be careful - an overcharged gauge (beyond the red zone) results in a tired, defenseless Turtle.

Score

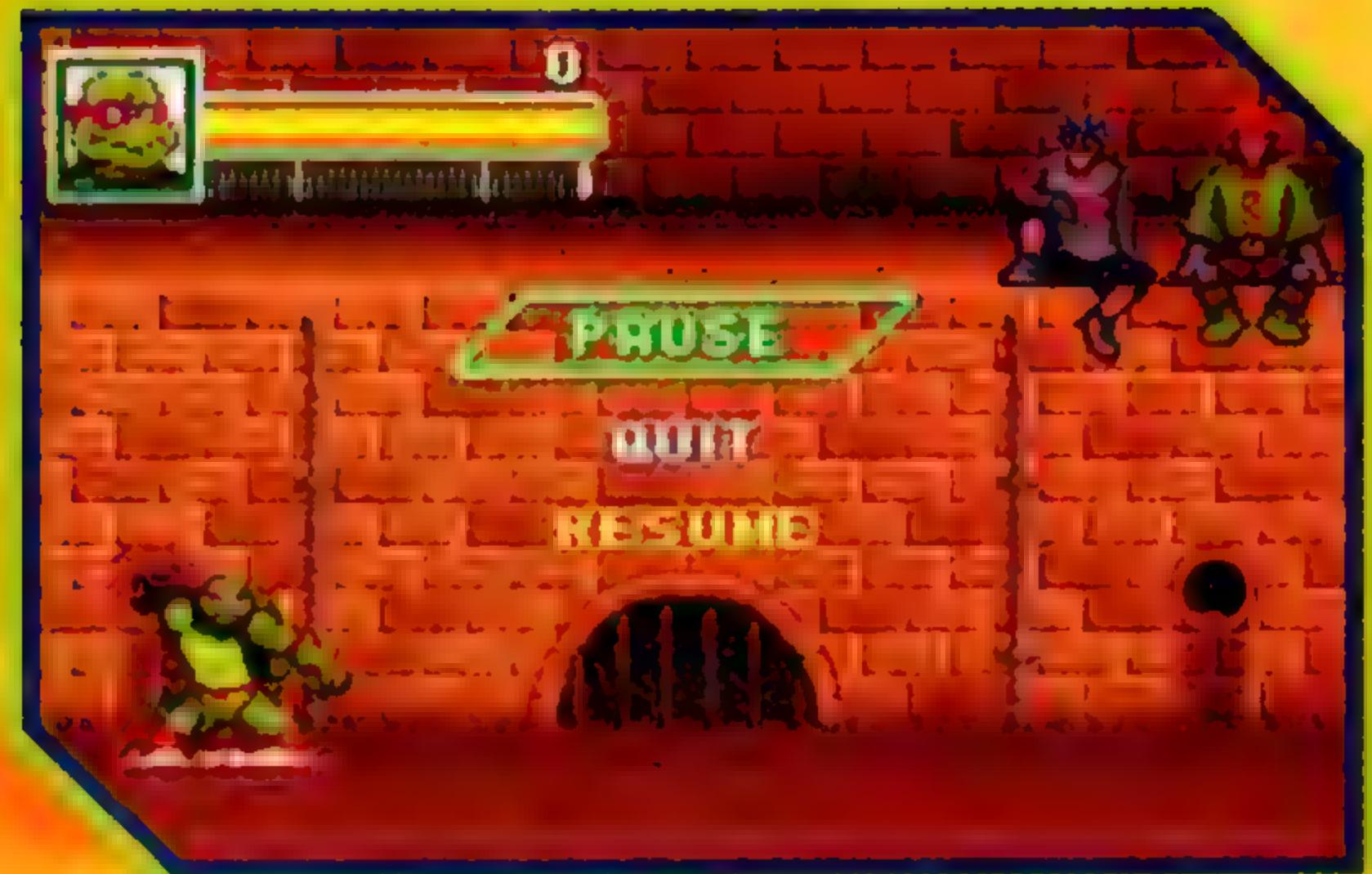
Score points with every successful combination attack, defeated opponent, and stage advancement.

SAVING GAMES

You establish where a game is saved on the File Selection screen at the very beginning of a game (see New Game on p. 8). After that, games are automatically saved as you progress through each stage with your Turtle. If your Turtle happens to expire during a stage, he is positioned at the last automatic save point in the game. Progress is also saved upon completion of each Act.



PAUSE MENU



Press START any time during the game action to take a break. The Pause Menu appears with a choice to RESUME and a choice to QUIT. Press the **Control Pad**  to highlight your choice, and then press the **A Button** to proceed.

ADVANCED GAME CONTROLS

Dude, what's the point of kickin' some Purple Dragon butt if you don't look good doing it? Plus, without the right moves, your Turtle gets knocked flat on his shell! Pay attention as we show you some of the finer points of Ninjitsu.

JUMPING

Certain stages have elevated platforms that your Turtle can jump to. Turtles can also jump on top of crates, balconies, and stairways. Jumping is useful for avoiding incoming ballistics fired from robotic-type opponents.

To perform a jump:

1. Press the **A** Button once while standing still. Press the **A** Button while moving in a specific direction to leap over a gap. Double tap the **A** Button to execute an extra high jump.



Donatello, with his Bo Staff, is an exception to the extra high jump rule. To execute an extra high jump with Donatello, press **▲ on the **Control Pad**, and then press the **A** Button.**

ATTACKS

Each Turtle has his own unique set of moves because they train differently and they carry different weapons. But there are similarities in the way you control them. These are outlined below. But remember, the Turtle dudes react by instinct. These are just their standard moves. When the situation calls for it, it's pretty awesome what combination moves these guys will come up with.

POWER ATTACKS

Power Attacks vary depending on how long you hold the **B** Button before releasing it. Two different attacks result depending on whether the Power Attack Gauge is in the yellow zone or the red zone.

These are all of the more common attacks in the training repertoire of the Turtles.



Leonardo™



- B** Button Right-handed Swipe
- B** Button (press and hold-yellow zone) Double-overhead Swipe
- B** Button (press and hold-red zone) Sweep Swipe
- R** Button or **A+B** Buttons Spin Swipe

Raphael™



- B** Button Jab Attack
- B** Button (press and hold-yellow zone) Jump Kick
- B** Button (press and hold-red zone) Blender Kick
- R** Button or **A+B** Buttons 360-Slash Attack



Donatello™



- B** Button Swipe Attack
- B** Button (press and hold-yellow zone) Two-handed Overhead Bash
- B** Button (press and hold-red zone) Aerial Swipe Attack
- R** Button or **A+B** Buttons Flipping Swipe Attack

Michelangelo™



- B** Button Right-handed Overhand Attack
- B** Button (press and hold-yellow zone) Reverse Flip Attack
- B** Button (press and hold-red zone) Boomerang Nunchaku
- R** Button or **A+B** Buttons Jump-Spin Combo Attack



COMBINATION ATTACKS

Extra points are earned when two or more attacks are combined in a sequence. This is pretty easy to do when there are multiple targets within reach, something the Turtles have no trouble finding.



To execute combination attacks:

1. Press the **B** Button multiple times while advancing on an opponent.



Note: The Teenage Mutant Ninja Turtles™ are universally trained. That is, they can combine any of their trained moves. They are also multi-directional with their attacks. Experiment by combining **B** Button + **A** Button, or **B** Button + **R** Button attacks. Press and hold the **Control Pad** **▲** while pressing the **B** Button. You must think outside the shell.



TURTLES AND WEAPONS

Splinter named his protégés after he discovered a book on Renaissance art that was washed down a storm drain.

Donatello™

Don is a natural-born mechanical wizard. If anything breaks, he's Mr. Fix-It. Which is a good thing with this reckless bunch. Don is also a master of the Bo Staff, a long hardwood pole. Underneath that computer geek shell of his, Don handles his weapon with great skill. The Bo Staff may be a little slower to maneuver, but it delivers a sincere blow.

Raphael™

Raph is the somewhat more maniacal Turtle of the group, bordering on the edge of obsessive. Fortunately, Splinter is always there to remind him that "Obsession is dedication out of control," but that doesn't keep Raph from constantly training. His flashing three pronged steel forks or sais, and berserker fury have earned him the nickname of "Secret Weapon."





Michelangelo™

Whoa, dude! Don't turn your back on this Turtle or you'll end up a victim of one of his practical jokes. Mikey likes his pranks, but it keeps a good level of humor in the group. Mikey also likes his Nunchaku, flashy twirling batons that match his fighting spirit. He is easily the quickest fighter of the bunch.

Leonardo™

Finally, a somewhat stable Turtle in the bunch. Leo is considered the big brother of the group and he takes his role seriously, acting as Splinter's right-hand Turtle. Leo is an expert with his thin, steel twin Katana Swords, and his discipline and selflessness make him a strong contributor to the team.



VEHICLE MODES

The Turtles like their toys and each specializes in one kind of joyride or another. These vehicles appear in special modes throughout the game and they require special maneuvers.

Sewer Slider

Leo drives this Sewer Slider through the underground sewers, but he is constantly pestered by Mousers. The object is to reach the end of the stage without the Mousers taking down the Sewer Slider.



To operate the Sewer Slider's weapons:

1. Press the **Control Pad** \uparrow or $\blacktriangleleft\blacktriangleright$ to align the reticle with the incoming Mousers or Stamina pick-ups.
2. Press the **B** Button to fire lasers.
3. Press the **R** Button or **A+B** to fire a smart bomb and clear the screen of all visible Mousers.

The Bomb Gauge shows the number of remaining bombs. You only start with three, so use them carefully. The Progress Gauge shows your distance to completion of the current stage.

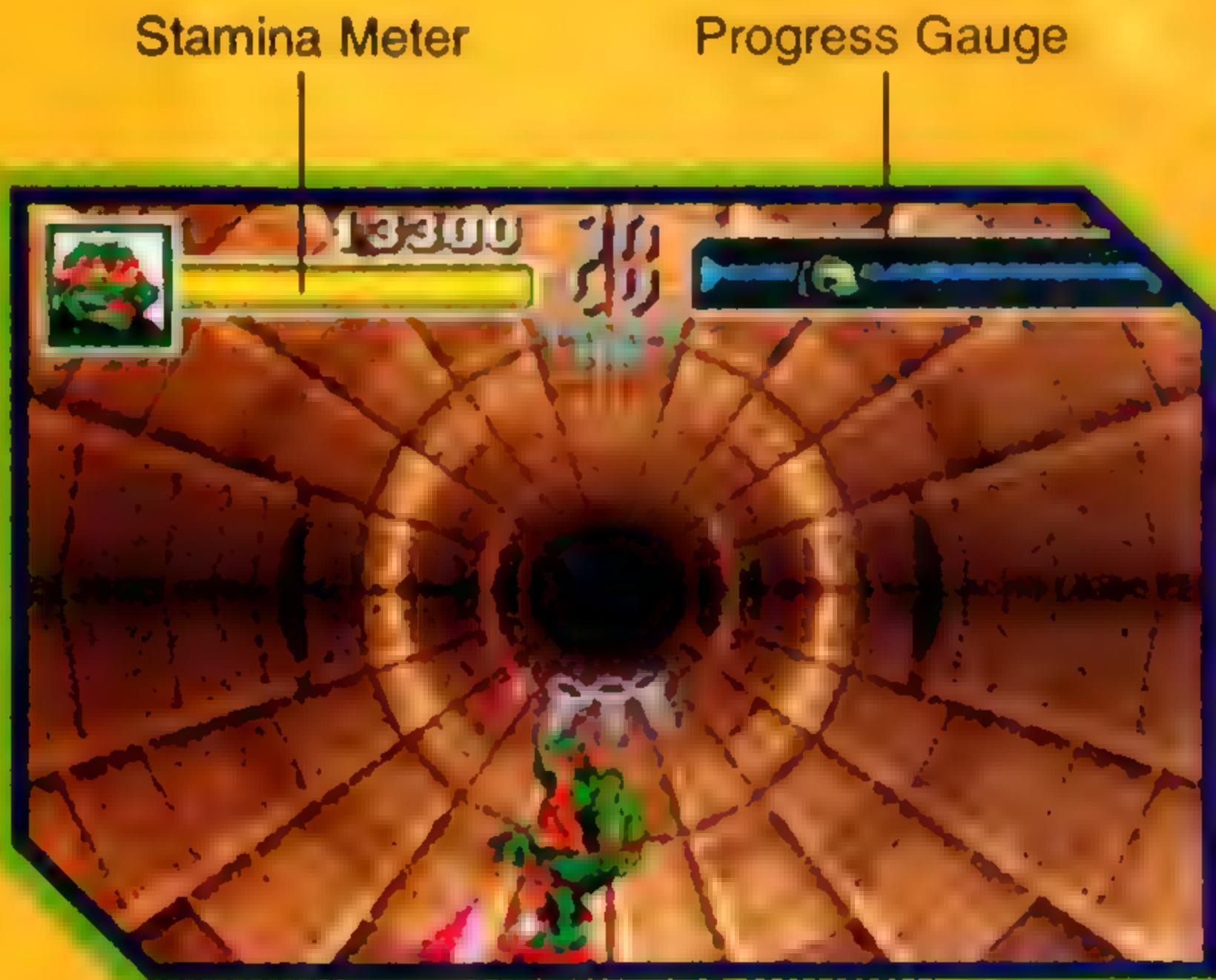


Note: There are two stages to complete with the Sewer Slider. Stand ready.

Even when you think the worst is through...it's not.

Muta-Board

Mikey is a Muta-Board maniac! He defies gravity inside a sewer tunnel, jumping obstacles and turning complete loops to get what he needs.

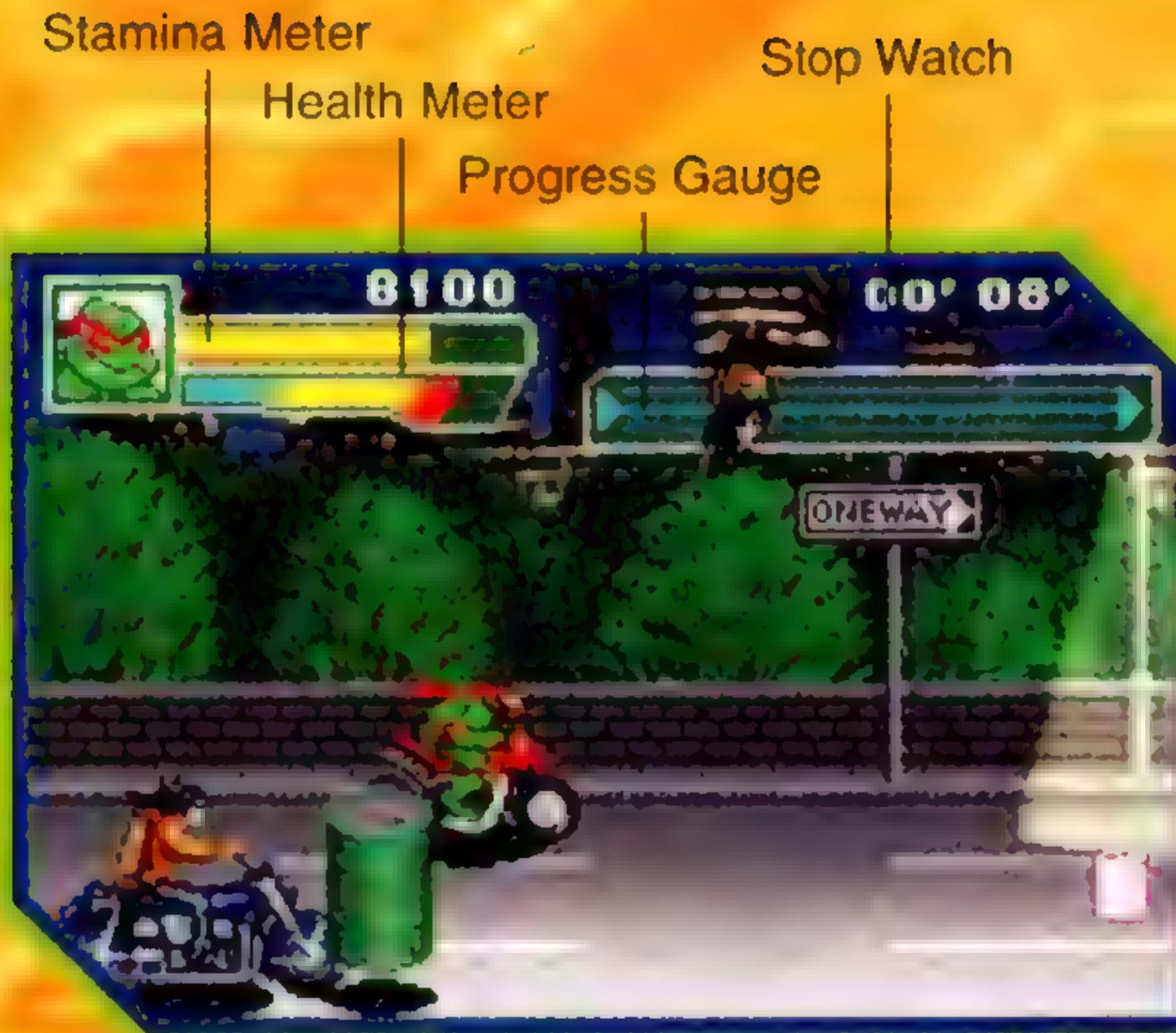


There's no regular score in this mode, but Mikey must collect a minimum number of Crystals with a minimum amount of damage in order to advance. The Progress Gauge shows you the distance to completion of the current stage.

To ride the Muta-Board:

1. Press the **Control Pad** $\blacktriangle\blacktriangleright$ to move Mikey left or right. Collect Crystals and Stamina pick-ups along the way and avoid the pipes.
2. Press the **A Button** to jump.
3. Press the **B Button** for a full pipe trick.





Shell Cycle

Raphael is the speed demon of the whole gang, and he gets his fix on the Shell Cycle while racing against Casey. Raph needs to avoid taking damage and win the race to advance to the next Act. In this mode, the Progress Gauge keeps track of both you and your opponent. The running time is also tracked.

To operate the Shell Cycle:

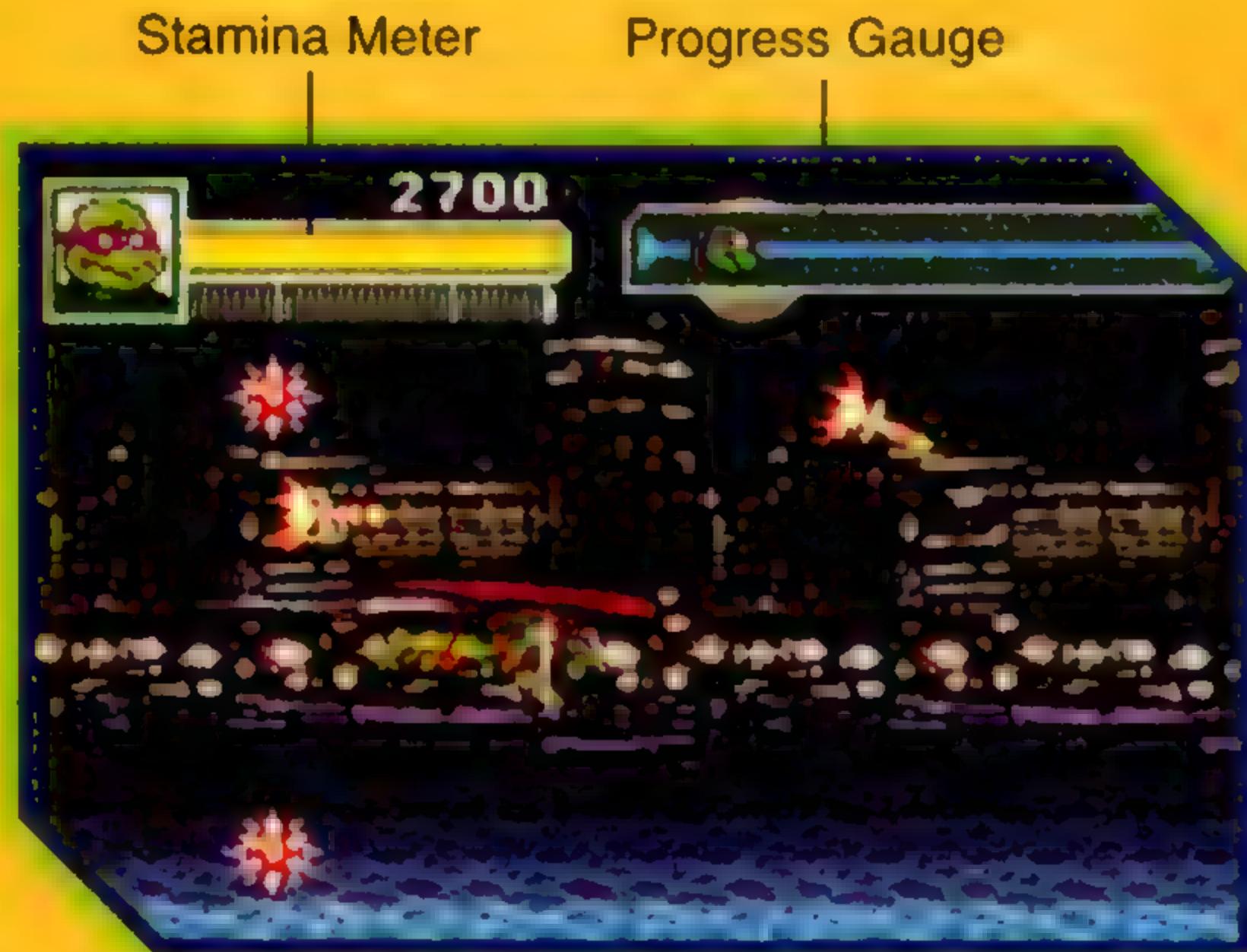
1. Press the **B** Button to accelerate.
2. Press the **Control Pad** \uparrow to change lanes.
3. Press the **A** Button to jump obstacles.



Note: Raph gets an extra speed boost by riding over Turbo strips when they appear. He also avoids mud pits by hitting the ramps that precede them.

Turtle Glider

Don is a shell of a pilot on the Turtle Glider. But even he has to do some fancy flying to avoid the rockets and floating sky mines planted by Dr. Stockman. Help Don reach the end of the stage without taking too many hits. Rockets track him from behind and the locations of incoming rockets are indicated by flashing arrows at the left of the screen.



To operate the Turtle Glider:

1. Press the **Control Pad** \uparrow or \leftrightarrow to adjust Don's position in the sky and avoid the incoming rockets and floating sky mines. There are also a few Stamina pick-ups along the way.
2. Press the **B** Button to fire. Press and hold the **B** Button to charge for a more powerful fire.
3. Press the **A** Button to perform a midair loop.

CHARACTERS

There are plenty of bad guys to be put away. Just to be sure your Turtle knows who he's dealing with, we've compiled a quick lineup here.

Foot Tech Ninjas

These are the cyber-armor enhanced fighting creations of Dr. Stockman. They're well trained, quick, and stealthy, sometimes even invisible. Don't underestimate them.

Thugs

Common, club-toting hoodlums. They come in a few different shapes and sizes, but their goal is always the same, beat up on anything that's green and wearing a shell.

Mousers

Watch out for these pesky little robots that first appear while Leo explores in the sewer maze. They may be small but they can do serious damage to your Turtles health.

Giant Mouser

A larger more destructive version of the mousers, this robot will challenge your Turtle's will! Created by Dr. Stockman the Giant Mouser has serious fire power.

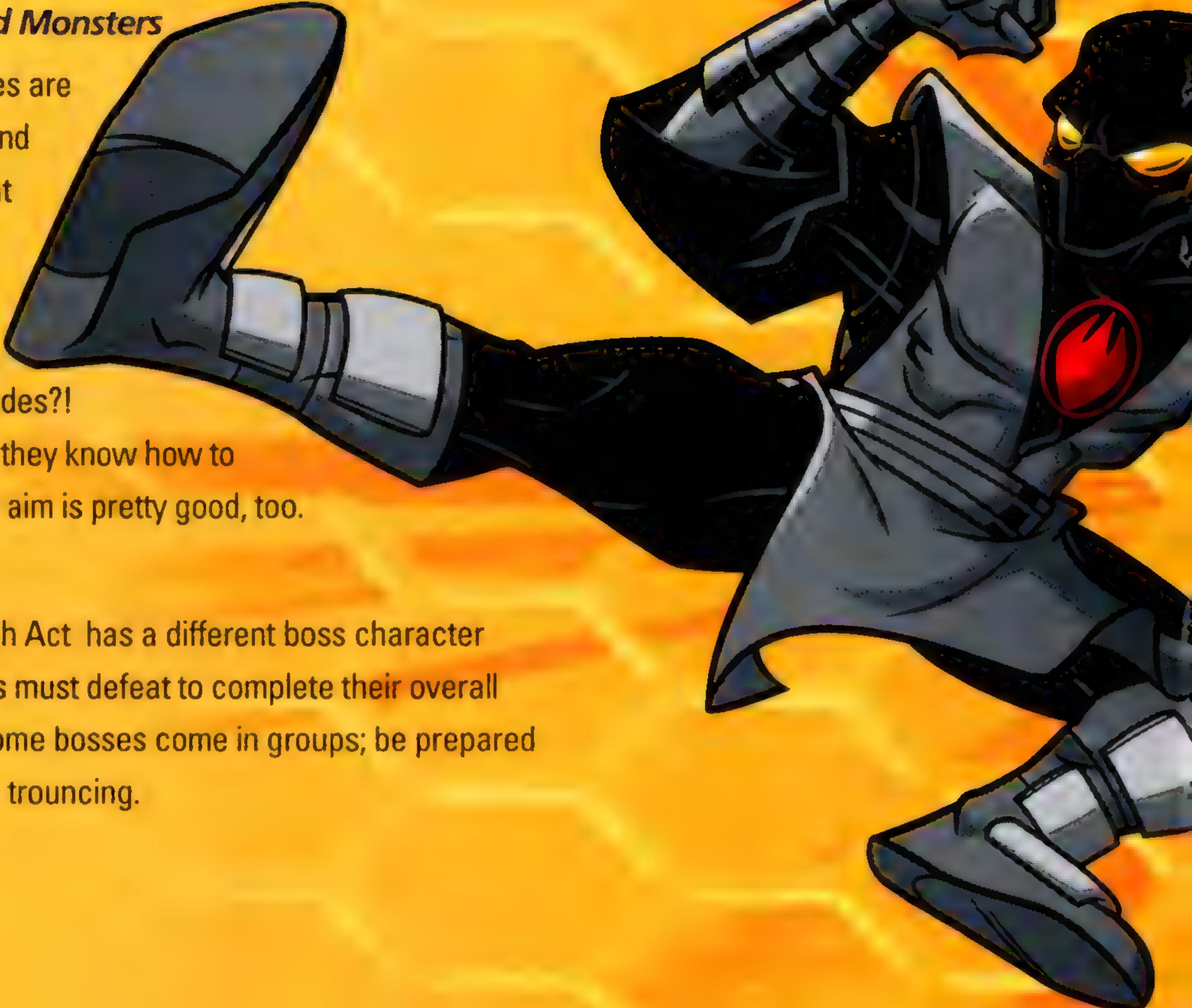
Underground Monsters

These creatures are slimy, smelly, and just what is that disgusting ooze they keep spitting at the Turtle dudes?!

Whatever it is, they know how to use it and their aim is pretty good, too.

Bosses

The end of each Act has a different boss character that the Turtles must defeat to complete their overall assignment. Some bosses come in groups; be prepared for some Turtle trouncing.



PICK-UPS

No Turtle ever minds a little assistance once in a while. It always helps when the Stamina Meter is running low. There are other pick-ups found throughout the game as well.



Ooze Canister

This restores stamina to your Turtle.



Crystal

The NORMAL and DIFFICULT levels have Crystals that the Turtles must pick up to complete each Act. These are scattered around each stage. Collect them all and you will be rewarded.



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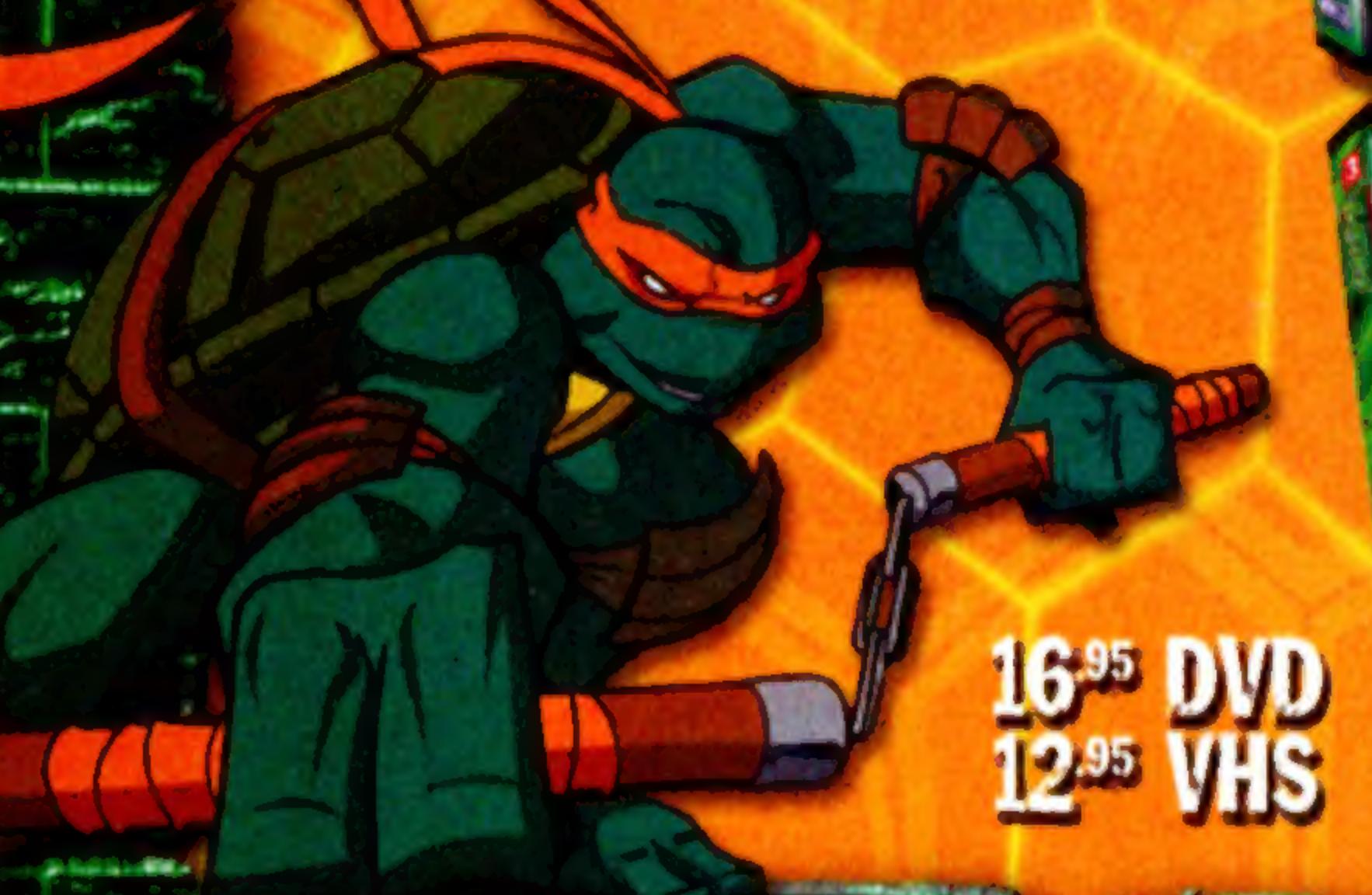


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